Fate EXTRA

INSTRUCTION MANUAL

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

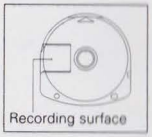
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

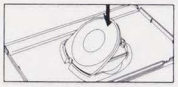
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Fate EXTRA

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GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Fate EXTRA disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

PROLOGUE

The oldest artificial construction in the solar system is buried deep within the moon.

Known by humanity as the Moon Cell Automaton, it is believed to be an omnipotent spiritual computer created using the most advanced concepts of thaumaturgy; its sole purpose is to record the whole of human existence, from the lives of the mighty to the miserable existences of the marginal classes.

But amongst magi both great and small, it was referred to in more descriptive terms:

The omnipotent memory machine that could fulfill any wish made by a human.

The one true miracle; capable of explaining every mystery of the world.

–The Seventh Heaven Artifact: The Holy Grail.

However, the strongest of the magi are no more.

In their place is a new generation of spirit hackers, humans who have the ability to digitize their souls and directly interact with the Moon Cell. Claiming the title of "magus," it is this new breed that has taken up the challenge of unraveling the mysteries of the Moon Cell.

The majestic knight, Saber.
Master of pole arms, Lancer.
Master of the bow, Archer.
Lady of the horses, Rider.
Mistress of thaumaturgy, Caster.
The silent killer, Assassin.
A warrior of madness, Berserker.

These are the Servants, sworn to obey the Masters that summoned them. They are the swords that slay the enemy, the shields that protect against the fangs of foes.

Regardless of the era, no matter how much time has passed, determining the strongest through trial of arms is the hallmark of the history of mankind.

With this in mind, the Moon Cell has invited the newest generation of magi to face one another in battle in a virtual world known as the Serial Phantasm, or SE.RA.PH. It is here that the flames of war will once again be kindled and the souls of humanity will be tempered.

–And answer me this.

Is there value to a thousand years of prosperity?

THE PROTAGONIST

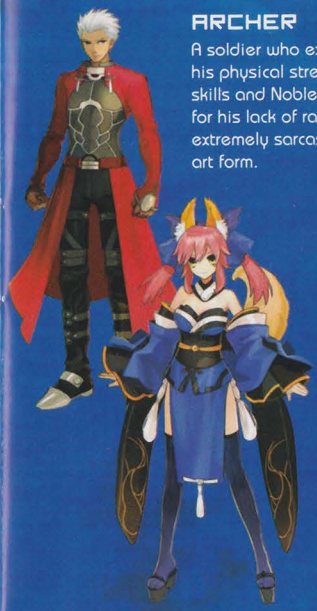
A second-year high school student attending the Tsukumihara Academy.

SABER

A Servant who wields a sword with deadly efficiency. Her strength and abilities make her one of the premiere members of the Saber class, which is said to produce the strongest Servants. Incredibly self-centered and vain, her opinion of herself borders on the narcissistic.

THE HOLY GRAIL WAR

The Holy Grail is an object of unimaginable power that is said to be able to grant any wish. In the war for the Grail, seven Masters, each with their own Servant, strive against one another in order to earn the right to take possession of this most powerful of artifacts. In this war two opponents face one another: One stands, the other falls.



ARCHER

A soldier who excels at the use of the bow. While his physical strength isn't very impressive, his skills and Noble Phantasm more than make up for his lack of raw power in battle. He can be extremely sarcastic and has raised cynicism to an art form.

A Servant who specializes in the use of sorcery and thaumaturgy. As this class tends to rely mostly on what is generally called "magic" by the uninformed, Casters are generally thought to be the weakest of all the Servants. This particular Caster has professed her undying loyalty to the protagonist and has vowed to do whatever it takes to lead her Master to victory.

RIN TOUSAKA

A student at Tsukumihara Academy, she is an honor student and excels at both the literary and martial arts. Although she frequently comes across as abrasive and arrogant, she is actually a very compassionate person.

RANI VIII

Another student attending Tsukumihara Academy. She has a somewhat quiet demeanor and takes in her surroundings with a dispassionate gaze.

WHILE ON CAMPUS

CONTROL	EFFECT
Directional buttons	Control character's movement / select menu option
Analog stick	Control character's movement
⊗ button	Advance text / confirm selections and actions (when prompted to perform an action)
○ button	Cancel selection / Return to previous page
△ button	Display main menu, skip text
□ button	Display transfer menu/display conversation log (during events)
START button	Pause menu (During training or battle)
SELECT button	Sort (When equipment is displayed)

IN BATTLE

CONTROL	EFFECT
Directional buttons	Select commands / navigate Skills menu
Analog stick	Not used
⊗ button	Confirm selections
○ button	Cancel previously issued commands / Go back
△ button	Not used
□ button	Display Skills menu
L button	Switch between Skills menus
R button	Switch between Skills menus

IN THE ARENA

CONTROL	EFFECT
Directional buttons	Control character's movement / select menu option
Analog stick	Control character's movement
⊗ button	Advance text / confirm selections and actions (when prompted to perform an action)
○ button	Cancel selection / Return to previous page / Reset camera
△ button	Display main menu, skip text
□ button	Display Arena menu
SELECT button	Display / hide the Arena map

A number of events both important and trivial will take place within the confines of the Tsukumihara Academy grounds. The academy is also where you can collect information and do research on your opponent, procure necessary supplies, and improve your Servant's stats during the seven day preparation period.

GAME SCREEN (WHILE ON CAMPUS)

An introduction to the game screen layout while on campus.

1. Shows the days remaining until the day of the Elimination Battle The day of the Elimination Battle will have arrived once this counter reaches [0].
2. Shows the time of day.
3. Information Matrix Icon
   Shows how much of the Information Matrix (P.15) you have completed.
4. Shows the protagonist's current location.

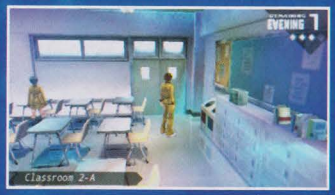
GAME SCREEN (WHILE ON CAMPUS)

At a certain point in the game, you will be given access to the transfer menu.

You can instantaneously jump to different locations within the campus. Press the □ button to display a list of destinations.

EXPLORING THE CAMPUS GROUNDS

At certain times of the day, you will have the opportunity to wander freely throughout the Tsukumihara Academy grounds.



Valuable information can be found in many places on campus such as the archery range, garden, and many of the classrooms in the main building.

In addition, be on the lookout for people and places tagged with a conversation mark. You'll not only obtain vital information, but you will also progress the story.

DEAD END EVENT PATHS

There are times when making the wrong choice during an event sequence can have fatal consequences and lead to a dead end and the end of your game. Be sure that when you are faced with a decision that you choose wisely.

TIGER...ERR...TAIGA'S QUESTS <REQUESTS FROM INSTRUCTOR FUJIMURA>

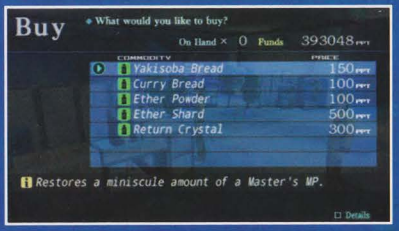
Miss Fujimura will lurk in the first floor hallway, searching for unwary students to do her bidding.

By fulfilling her requests, you will be given various objects with which to decorate your private room (P.10) as rewards for your hard work, so it's in your best interests to at least listen to what she has to say. Also, be aware that there will be times when Tiger– Miss Fujimura will not be present in the hallway.

THE COMMISSARY

The commissary is located in the basement of the main school building. This is the place to buy and sell items, Formal Wear, as well as other incidentals.

(Some story-related items and Formal Wear cannot be sold.)



ITEMS

There are several different types of items. You can confirm what items you have in your inventory by selecting the [Item] option in the main terminal menu.

RECOVERY ITEMS
These items can be used to heal both Masters and their Servants. To use these items while exploring the Arena, open the Arena menu (P.12). To use them while in battle, open the Skills menu (P.20).

KEY ITEMS
These are items that are necessary to progress through the storyline.

COMMODITY ITEMS
These items are intended to be sold for a premium.

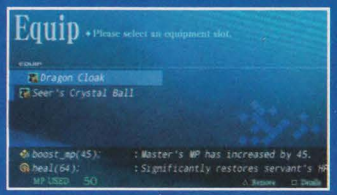
TRIGGERS
Also known as cipher keys, they are required to advance through the game (P.14).

FORMAL WEAR
These items, when equipped by a Master, can confer different abilities.

FORMAL WEAR

You can equip up to two kinds of Formal Wear simultaneously. Equipping Formal Wear will have such effects as boosting stats or giving the wearer the ability to use Code Casts (P.22).

To change / remove Formal Wear, choose the [Equip] option in the main terminal menu.



PRIVATE ROOM

At a certain point in the story, you will be given a private room to relax in.

CONVERSATIONS WITH YOUR SERVANT

While in your private room, you will have the opportunity to freely converse with your Servant. There are certain pieces of information that you can only get by speaking with your Servant, so be sure to stop by your room from time to time.

Reviewing your Information Matrix	On the day of your Elimination Battle, you can go through all of the information you have gathered on your opponent throughout the preparation period (P.15)
Save	Save your current game.
Leave your private room	You will end your conversation with your Servant and leave your room.

ALTERATION OF THE SOUL

By going to the chapel and speaking with Aoko Aozaki, you can perform an Alteration of the Soul, which will improve the stats of the protagonist's Servant as well as potentially unlock new skills and abilities. The chapel can be accessed from the doorway at the end of the first floor hallway on the right.

IMPROVING YOUR SERVANT'S STATS

By using the Skill Points (SP) earned when leveling up, you can strengthen the abilities of your Servant in whatever way best suits your style of play.

Strength	Physical offensive ability.
Endurance	Physical defensive ability.
Agility	Determines the frequency and speed at which skills are performed.
Magic	Determines the effectiveness of Code Casts/Skills as well as defense against magic.
Luck	Governs critical hit rate and resistance to abnormal statuses.

ACQUIRING SKILLS

When a certain amount of SP is used to strengthen a Servant, they will learn a new skill (P.20).

THE ARENA

The Arena is where a number of events will take occur as well as the place where you will have to search in order to obtain the Triggers, aka cipher keys, required to gain entrance to the Coliseum where the Elimination Battles take place. In addition, the Arena is the place where you can hone your Servant's fighting skills and gain experience by facing a myriad of enemy programs in battle.

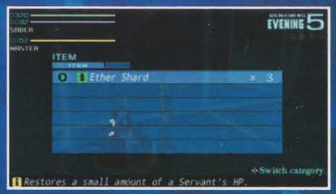
GAME SCREEN (WHILE IN THE ARENA)

An introduction to the game screen layout while on campus.

1. Shows the Servant's current HP.
   When this gauge reaches [0], it's game over, man.
2. Shows the Servant's current MP.
   MP will be consumed when a Servant uses a Skill (P.20).
3. Identifies your Servant's Class.
4. Shows the Master's current MP.
   MP will be consumed when using Code Casts (P.22).
5. Displays a map of the Arena.
6. Enemy program
   Coming into contact with an enemy program will instigate a battle (P.14).

ARENA MENU

Press the ▢ button to display the Arena menu. You can use items (P.9) and certain Code Casts (P.22) from this menu.



ARENA ACTIONS

While in the Arena, there will be times where you will come face to face with your opponent. By talking with them or engaging them in battle, you will obtain valuable information that will help you discover their true names. In addition, there are objects known as item folders in which you can find rare items such as healing items or Formal Wear to enhance the abilities of both Master and Servant.

EXIT POINTS

Each floor of the Arena will have two exit points through which you can return to campus (Once you exit the Arena and return to campus, the day will come to an end).

REVIVAL FOUNTAIN

While playing in Novice Mode, each floor will have a "Revival Fountain" where you can restore a Servant's HP as well as Master's MP.

AUTO-MAPPING

In the Arena, the area surrounding the protagonist will automatically be reflected in the Arena map. By pressing the SELECT Button, you can overlay the map over the entire screen.

ITEM FOLDER

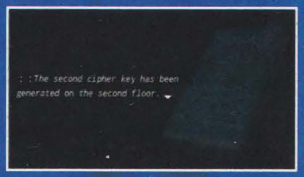
These will be found in several places throughout each floor of the Arena. You can obtain money as well as key and consumable items from them.

TRIGGERS

Also called cipher keys, they can be found on both floors of the Arena each week. If you fail to retrieve both Triggers within the preparation period, you will be disqualified and be prohibited from entering the Coliseum for the Elimination Battle, which will result in a game over.

TASKS

Once a floor of the Arena is unlocked during the preparation period, it will appear in your terminal as a required "task."



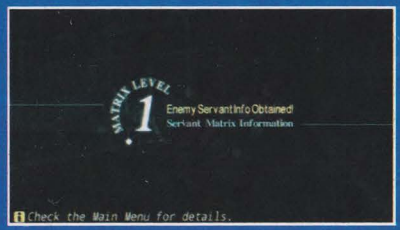
BATTLES

If an enemy program detects your presence, they will immediately charge in your direction. If they make contact with you, you will be taken directly into a battle (P.17).

Once you defeat a certain number of the same enemy, they will avoid you and cease to attack which should make exploring the Arena much easier.

INFORMATION MATRIX

The Information Matrix is a database where all of the information you gather on your enemy is stored, such as the class, true name and Noble Phantasm of the enemy Servant.

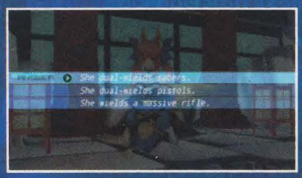


By gathering information on your opponent during the preparation period, you will gain a definite edge when it comes time to face them in battle. Be sure to learn as much about your opponent as you can in order to negate some of their strengths and skills.

COMPLETING THE INFORMATION MATRIX

The data needed to fill out the Information Matrix can be obtained via on-campus and Arena events during the preparation period as well as through certain battles.

As you fill out the Information Matrix, the level of your Matrix will rise and more information about your opponent will become available.



Each Servant has four distinct pieces of information available. Three of them can be discovered through your investigations during the preparation period, while the fourth and final piece of information can be obtained only by "Reviewing your Information Matrix" on the day of the Elimination Battle.

REVIEWING YOUR INFORMATION MATRIX

On the day of the Elimination Battle, you will be given the opportunity to review all of the information you have gathered on your opponent when going into you Private Room (P.10).

If you have gathered sufficient information and are able to correctly answer the questions posed to you by your Servant, your Matrix level will graduate to the highest grade "E" (=EXTRA).

IMPACT ON BATTLE

The more information you collect about your opponent, the greater the advantage you will have in battle. For example, you will be able to foresee more of your opponent's commands (P.19).

Should your Information Matrix be raised to the maximum grade of "E", you will be able to see what the enemy Servant's Noble Phantasm is.

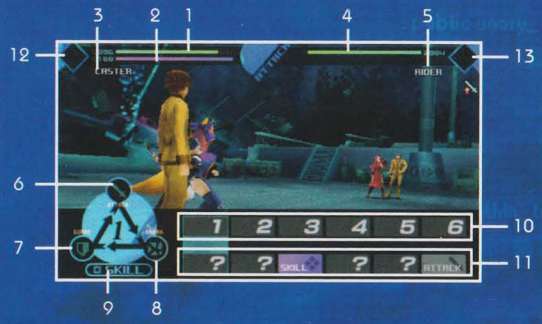
AFTER BATTLE

Should you emerge victorious from an Elimination Battle, the Information Matrix on your defeated foe will be automatically completed. As each and every Servant participating in the Holy Grail War has radically different reasons for being there, the additional information presented gives an interesting insight into the others fighting for possession of the Holy Grail.

Once you've encountered an enemy program and have made contact with them, you will be immediately thrust into battle. Once you are engaged, there is no running away and you are committed to seeing it through until the end, so be sure you are ready for a fight before taking on an enemy.

GAME SCREEN (WHILE ON BATTLE)

An introduction to the game screen layout while in battle.



1. Your Servant's HP. When this is reduced to 0, it will be game over.
2. Your Servant's MP. MP is consumed when a skill is used (P. 20).
3. Your Servant's class.
4. Your opponent's HP. When it hits zero, you win.
5. Your opponent's class
6. ATTACK command. Unleashes an attack move.
7. GUARD command. Block opponent's attack.
8. BREAK command. Unleash an overwhelming attack move to break an opponent's block.
9. SKILL command.
10. Command selected by you.
11. Command selected by your opponent.
12. Icon of an available Noble Phantasm for your Servant.
13. Icon of an available Noble Phantasm for your opponent's Servant.

BATTLE COMMANDS

In battle, you will be required to give your Servant six commands in advance. There are four types of commands: ATTACK, GUARD, BREAK and SKILL.

ATTACK
Strong against BREAK
Weak against GUARD

GUARD
Strong against ATTACK
Weak against BREAK

BREAK
Strong against GUARD
Weak against ATTACK

SKILL
Trumps the other three commands (There may be exceptions to this rule, though).

The ATTACK, GUARD, and BREAK commands all balance each other out, with the SKILL command generally overwhelming the other three. In the case of SKILL versus SKILL, the character with the higher AGILITY stat will unleash their skill first, followed by the other character.

INPUTTING COMMANDS

ATTACK, GUARD and BREAK can be entered by selecting a command with the directional buttons and then pressing the ⊗ button. They can also be canceled by pressing the ◎ button immediately before the command is unleashed. For SKILL commands, first open the Skill Menu with the □ button, select the command with the directional buttons and then press the ⊗ button to confirm the selected command.

CO1 EXTRA TURN

When three consecutive commands successfully land, an additional attack called "EXTRA TURN" will be triggered and a devastating follow-up attack will be unleashed. Be forewarned that your opponents can also trigger an "EXTRA TURN" attack, so choose your commands with care!

REVEALING ENEMY COMMANDS

When giving your six commands, you may learn to predict the commands inputted by the enemy, which will then be shown on screen.

In regards to enemy programs, the more of the same enemy you defeat, the easier it will become to predict their moves.

REVEALING THE COMMANDS GIVEN TO ENEMY SERVANTS

The higher the rank of your Information Matrix (P.15) the better the chance you will have of predicting the moves of the opposing Servant.

In addition, if you have completed the Information Matrix of your opponent you will be able to predict when the enemy Servant will unleash their Noble Phantasm (P.21). When an enemy Servant has their Noble Phantasm available to use, you will be warned by a flashing icon.

PROS AND CONS OF EACH COMMAND

When commands selected by your opponents are shown on screen, it will also display whether commands you selected are at an advantage or disadvantage against each of your opponent's commands.

You have the advantage

Draw

You are at a disadvantage

INPUTTING SUPPORT COMMAND

Masters are allowed to input a support skill for every six commands executed by their Servant.

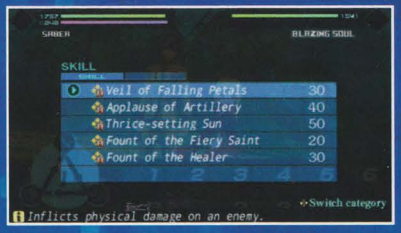
START BATTLE

After inputting all six commands, select the BATTLE option and then press the ⊗ button to execute your commands.

Once all six commands are executed from both sides, your Servant will return to you and you will be once again required to input commands. Command inputs will be repeated until the HP of either side is depleted.

SKILLS

SKILLS are special commands that can be used in battle and supersede the three basic commands. There are two different types of SKILLS available: Master support skills and Servant battle skills.



SERVANT SKILLS

Every Servant has their own unique set of skills. Using a Servant's skill will consume MP.

Skill effects range from inflicting damage on opponents to causing status ailments (P.23).

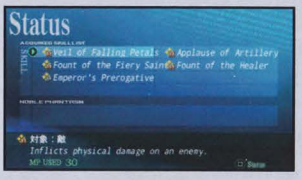
The protagonist's Servant can learn new skills by going through an Alteration of the Soul (P.11).

NOBLE PHANTASMS

Each Servant has a Noble Phantasm. While certain conditions must be met before a Servant's Noble Phantasm can be unleashed, doing so can dramatically change the tide of battle and snatch victory from the jaws of defeat. When facing an enemy Servant, be sure that you know how to defend against their Noble Phantasm while at the same time being able to recognize the most opportune time to unleash your own.

CO1 PREREQUISITES TO USE SKILLS

Some skills require that certain conditions be satisfied. When you learn a skill, make sure to check "Status" in the main terminal menu.



It is possible to select these skills with prerequisites when you input commands; however, they won't be unleashed unless those conditions have been met.

While most of those skills require the use of a Noble Phantasm, some skills require an extra action: Archer's skill, "Hound of the Red Plains" won't be unleashed unless a skill called "Improvement Preparation" is used beforehand. Even if you input a command, unless their prerequisites are satisfied, they won't be unleashed.

Also, every time "Improvement Preparation" is used, the improvement quality will increase up to 5, enhancing your improvement skill.

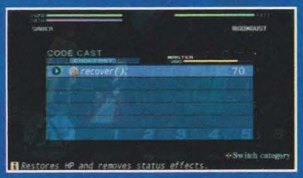
However, skills that cause status changes (P.23), or those that enhance your ATTACK or Magic won't increase or improve their effect even if used repeatedly.

SUPPORT SKILLS

For every six commands executed by your Servant, you'll be given a chance to execute a Code Cast or use an item.

CODE CASTS

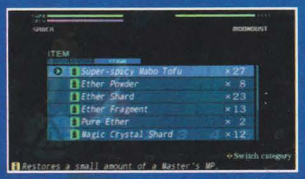
Using a Code Cast will require that the Master have the required amount of MP. Available Code Casts will change depending on the Formal Wear the Master has equipped.



Code Casts offer a variety of effects, ranging from those that inflict damage on an opponent, ones that interfere with an opponent's actions, to those that heal and fortify a Servant.

ITEMS

You can use most of the items you have in your inventory while in battle (Remember that some items cannot).



C01 COMMAND SEAL

You can use your Command Seal to issue orders to your Servant that they must obey. Every Master is given three Command Seals and once they are exhausted, you will be disqualified from the Holy Grail War and it will be Game Over. When given the option to use a Command Seal, be very sure that doing so is absolutely necessary.

STATUS CHANGE

Skills and attack moves unleashed in battle may inflict status ailments on a Servant.

	Poison	After returning to their Master's side, a Servant will take a certain amount of damage to their HP.
	Sacrifice	After returning to their Master's side, a Servant will take a certain amount of damage to their HP and the opposing Servant's HP will be healed by the same amount.
	Paralysis	Striking an opponent will cause them to be frozen in place and unable to move or react in any way.
	Curse	After returning to their Master's side, a Servant will take damage equivalent to the damage they inflicted on the opposing Servant.
	Regeneration	After returning to their Master's side, a Servant will have a certain amount of their HP restored.
	Resurrection	If a Servant's HP is reduced to zero while in battle, they will be brought back from the dead a single time and their HP will be partially restored.
	Seal	When afflicted by Seal, certain commands will be unavailable to use in battle for a set period of time.
	Weaken Ability	Certain abilities will be weakened for a certain period of time.

Poison, paralysis and curse can be removed by using the Remedy item. Except for status ailments that would make your Servant unable to fight, most status effects will disappear over time. All status effects will be removed immediately when certain Code Casts are used, or the battle comes to an end.

When commands selected by your opponents are shown on screen, it will also display whether commands you selected are at an advantage or disadvantage against each of your opponent's commands.

An icon will appear when a status change occurs.

THE END OF BATTLE

Once a battle has come to a conclusion the results of the conflict will be displayed.

VICTORY

When your opponent's HP is reduced to zero, you've won the battle and the result screen will appear.
When you win a battle, you will obtain experience points and money. You may also occasionally obtain items as well.

DEFEAT <GAME OVER>

When your Servant's HP is reduced to zero, you've lost the battle and it will be Game Over.

When you get a Game Over, please select either one of the options shown at the bottom right of the screen and then press the ⊗ button.

LEVELING UP

Once you amass a certain amount of experience points, your Master level will improve.

When this occurs, not only will you receive a boost to your maximum MP, but your Servant's HP and MP will be increased as well. You will also receive SP, which is required to perform an Alteration of the Soul (P.11).

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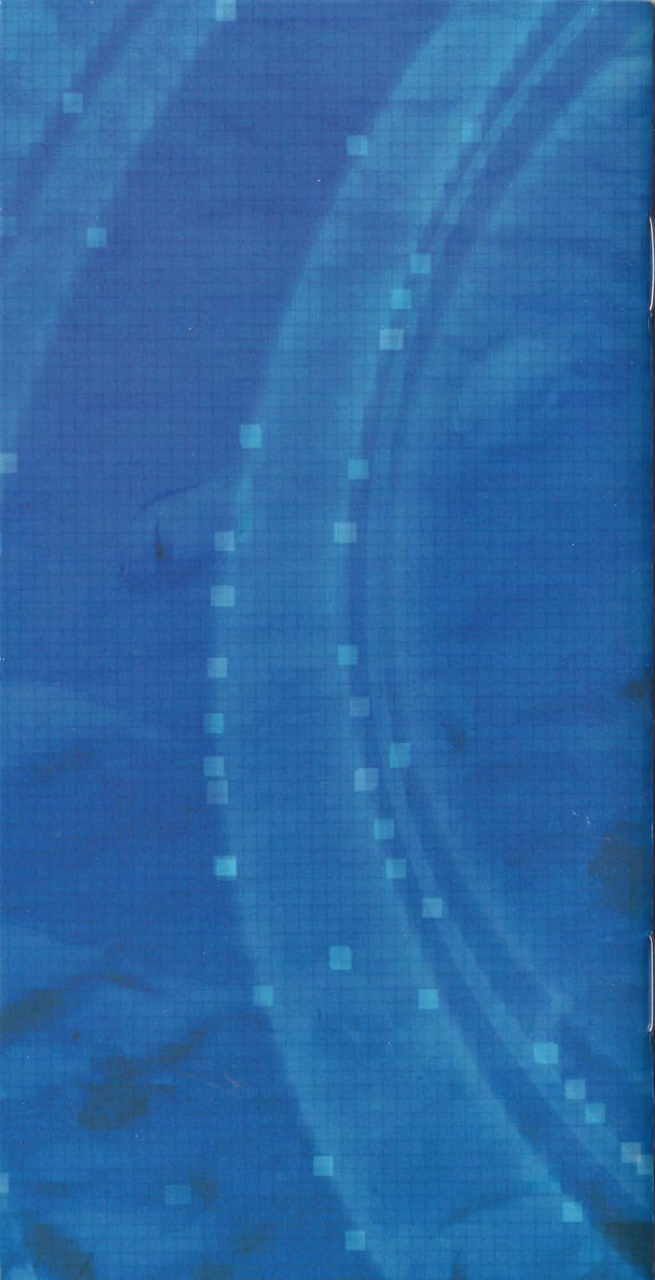

Waking up in a strange virtual world with no recollection of the past, the main character is forced to fight for survival in a war they do not understand for a prize beyond value; the opportunity to have one's wish granted. With only an enigmatic "Servant" by their side, the protagonist will have to face both friends and foes in battles to the death in order to not only gain possession of a mysterious object known as the "Holy Grail," but also to find the answer to the most important question of all: **"WHO AM I?"**

FAST-PACED BATTLE SYSTEM

Using Guards, Attacks, and Breaks in combination with powerful Special Moves and Magic Spells, players are required to plan out their attacks to effectively counter their opponent's moves.

ENGROSSING STORY

Written by the creator of the original Fate series of PC games, Kinoko Nasu, the story of Fate/EXTRA will not only appeal to long time fans of the Fate universe, via the inclusion of many familiar characters, but will also appeal to RPG fans looking for a deep, non-formulaic storyline.

EXTENSIVE REPLAY

Multiple story paths, each with their own unique dialog trees and character interactions that lead to different endings.

UMD
UNIVERSAL MEDIA DISC

Player 1

Memory Size 384 KB

Aksys Games, 365 Van Ness Way, Suite 510, Torrance, CA 90501

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TEEN T ™

Drug Reference
Fantasy Violence
Language
Sexual Themes

ESRB CONTENT RATING www.esrb.org

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PSP

Fate EXTRA

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UMD
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PSP

Only On PlayStation

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